



**Sergorn Dragon** @UltimaReturn · 26 feb. 2019  
So here you are that 17 (?) Ultima IX from 1999, some from the big sites of the time too. There are about 2 reviewers who disliked the game for what it is and all the other say how great of a game it would be with the bugs and performance issues

**Sergorn Dragon** @UltimaReturn · 26 feb. 2019

So after yesterday's tweet I decided to look at some 1999 Ultima IX reviews.  
Avault : [web.archive.org/web/2000061119...](http://web.archive.org/web/2000061119...)  
" If you were somehow able to overlook the performance problems and bugs that haunt this title, you'd enjoy the greatest single-player game ever made."

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**Sergorn Dragon** @UltimaReturn · 26 feb. 2019

So anyone saying U9 got scathing review because of how bad it is was a GOD DAMN LIAR trying to push a narrative. @RichardGarriott's final Ultima game would have been an instant classic if it weren't for its rushed release, and all the press at the time recognized it.

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**Chris** @DonjonRelic · 27 feb. 2019

And I'm the first one to hate EA's impact on Origin, but there's some argument to be made that they spent at least 4 years on this title with multiple restarts to the process. It's hard to completely blame EA when they say "Time's up" here.

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**Richard Garriott** @RichardGarriott · 27 feb. 2019

Hate EA for it. We pitched UO they said No! Do U9! We did UO despite objections, huge success. Then they said Kill U9, do UO2 only. We pushed Wing Online. They said no. Team left and made SWG. Then they killed UO2 as we predicted. I FORCED U9 complete despite EA resistance.

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**Chris** @DonjonRelic · 27 feb. 2019

Understood. And again, I don't think anyone is going to say EA was good for Origin or you. They destroy worlds. I'm saying, independently, if I'm in their shoes, and you come to me with an over budget game on it's 2nd lead and 3rd engine I kinda see their point.

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**Richard Garriott** @RichardGarriott

En respuesta a @DonjonRelic y @UltimaReturn

Time and budget was not their beef... Literally every year we had a new EA manager as old ones flunked out. Each had their great idea to cancel all@the other persons projects and realign the company. That was then dumped by the next. I tried in vane to stay the course through it.

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3:15 a. m. · 28 feb. 2019 · Twitter for iPhone


2 Retweets 10 Me gusta

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Personas relevantes

**Richard Garriott** @RichardGarriott

Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!

**Chris** @DonjonRelic

Dad. Husband. Old school gamer. Programmer. He/him. One of the hosts of the Lost Sectors. [youtube.com/c/thelostsecto...](https://youtube.com/c/thelostsecto...)

**Sergorn Dragon** @UltimaReturn

Ultima: Return is a free fan-made game based upon the legendary Ultima series and taking place on the Serpent Isle. (Currently on Hold)

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